AGES 7 and UP

Bulls-Eye Ball

Electronic Talking Target Game

INSTRUCTIONS

⚠ WARNING:

CHOKING HAZARD – Toy contains small balls. Not for children under 3 years.

10 metal balls | Snap-in tray | Game unit

IMPORTANT

- If this game malfunctions or "locks up," use a ballpoint pen to press the RESET button on the side of the game unit. If the game still doesn't function, remove and replace the batteries with fresh ones.
- Please keep these instructions for future reference.
- If your hand gets tired during gameplay, stop and rest it.

INSTALL BATTERIES

3 "AA"/LR6 BATTERIES ARE REQUIRED (NOT INCLUDED).

To install the batteries, do the following:

1. Use a Phillips head screwdriver to loosen the screw on the battery compartment on the back of the unit and open the door.
2. Insert 3 "AA" size batteries, making sure to align the "+" and "-" as shown.
3. Replace the battery compartment door and tighten the screw.
4. If this game malfunctions or "locks up," use a ballpoint pen to press the RESET button.

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IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference. Batteries should be replaced by an adult.

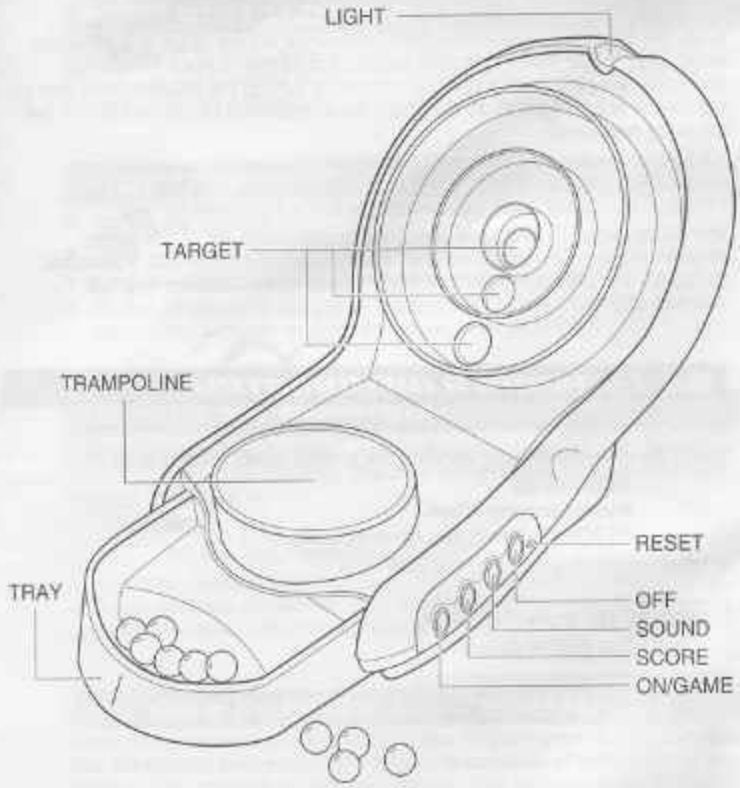
⚠ CAUTION:

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and – polarity markings.
2. Do not mix old batteries and new batteries, or standard (carbon-zinc) with alkaline batteries.
3. Remove exhausted or dead batteries from the product.
4. Remove batteries if product is not to be played with for a long time.
5. Do not short-circuit the supply terminals.
6. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.
7. RECHARGEABLE BATTERIES: Do not mix these with any other types of battery. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERY.
8. Do not dispose of batteries in fire. Battery may explode or leak.
9. Make sure the batteries are inserted correctly and follow the game and battery manufacturer's instructions.

OBJECT OF THE GAME

Win the most points or have the best time by bouncing metal balls into the target.

A LOOK AT THE GAME UNIT



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BUTTONS AND FEATURES

ON/GAME – Press to turn on the game unit. Press repeatedly to select Games 1 – 3 and Practice Mode.

SCORE – Press to repeat the score for a game just completed. (A score of zero will not be announced.) If you want to clear the current game's highest score, press and hold down the SCORE button until you hear a beep sound.

SOUND – Press repeatedly to turn the sound from High to Low to Off.

OFF – Press and hold for one second to turn the game off.

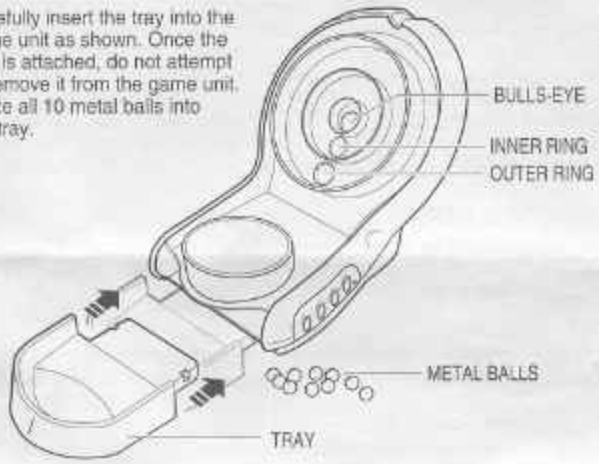
RESET – Press to reset the game if it becomes unresponsive.

LIGHT – Flashes when the game is turned on, when a Bulls-Eye is hit, and when a winner is announced.

TRAMPOLINE – Bounce balls onto the mini-trampoline, then into the target to win points.

ASSEMBLY

Carefully insert the tray into the game unit as shown. Once the tray is attached, do not attempt to remove it from the game unit. Place all 10 metal balls into the tray.



HOW TO PLAY

Challenge yourself or compete against your friends for the highest score!

Bulls-Eye Ball includes three exciting games and a practice mode.

- **30-second Blitz**
- **25-point Rush**
- **Bulls-Eye Ace**
- **Practice Mode**

Choose a game by doing one of the following:

- Press the ON/GAME button to play Game One. The game will announce "30-second Blitz."
- Press the ON/GAME button again to play Game Two. The game will announce "25-point Rush."
- Press the ON/GAME button again to play Game Three. The game will announce "Bulls-Eye Ace."
- Press the ON/GAME button again to select Practice Mode.

The selected game will start when the first ball goes through one of the target holes.

GAME ONE: 30-Second Blitz

Object: Score as many points as you can in 30 seconds.

Scoring: Bulls-Eye = 3 points
Inner Ring = 2 points
Outer Ring = 1 point

Bounce the metal balls, one by one, onto the mini-trampoline and into the target. The timer will start when the first ball goes into a hole. You then have 30 seconds to score as many additional points as possible. When time runs out, the game will announce your score. If your score is higher than the "best score" for this game, you will also be recognized as the new champion. You will then be prompted to begin another game.

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GAME TWO: 25-Point Rush

Object: Score 25 points as quickly as possible.

Scoring: Bulls-Eye = 3 points
Inner Ring = 2 points
Outer Ring = 1 point

Bounce the metal balls, one by one, onto the mini-trampoline and into the target. The timer will start when the first ball goes into any hole. Your goal is to score 25 points as quickly as possible. As soon as your score reaches or exceeds 25 points, the timer stops. The game will then announce the time it took you to reach 25 points. If your time is better than the "best time" for this game, you will also be recognized as the new champion. You will then be prompted to begin another game.

GAME THREE: Bulls-Eye Ace

Object: Score as many Bulls-Eyes as you can before you get ten misses. (Getting a ball into the outer or inner ring hole is a miss.)

Scoring: Bulls-Eye = 1 point
Inner Ring = 1 miss
Outer Ring = 1 miss

Bounce the metal balls, one by one, onto the mini-trampoline and into the target. The game will start when the first ball goes into any hole. For each Bulls-Eye, you score 1 point. Each ball that goes into the inner or outer ring hole is announced as a miss. When you get ten misses, the game will announce the total number of Bulls-Eyes you scored. If your score is higher than the "best score" for this game, you will also be recognized as the new champion. You will then be prompted to begin another game.

PRACTICE MODE

Practice bouncing the metal balls, one by one, onto the mini-trampoline and into the target. The game will announce "one," "two," or "three" when a ball goes into a hole. There is no score keeping.

REPEATING OR CLEARING A SCORE

Press the SCORE button to repeat the score for a game just completed. (A score of zero will not be announced.) If you want to clear the current game's highest score, press and hold down the SCORE button until you hear a beep sound.

AUTOMATIC SHUT OFF

Your game unit will shut off automatically after three minutes of non-use.

REPLACEMENT BALLS

A package of 10 metal replacement balls is available for $2.00 postpaid. Please use the enclosed order form. Or call toll-free 888-836-7025. In Canada, call 450-670-9820. Or order online at www.hasbro.com

MAINTENANCE

- Handle the game carefully.
- Store the game away from dusty or dirty areas.
- Keep the game away from moisture or temperature extremes.
- Do not disassemble the game. If a problem occurs, remove and replace the batteries to reset the game, or push in the RESET button.

DEFECT OR DAMAGE

If Bulls-Eye Ball™ is damaged or something has been left out, DO NOT RETURN IT TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

Hasbro Inc.
PO Box 200, Pawtucket, RI 02862

In your note, mention the name of your game, its model number, and tell us briefly what the problem is. Also include sales slip, date, place of purchase and price paid. We will do our best to help.

90-DAY LIMITED WARRANTY

Hasbro Inc. warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Hasbro's option) without charge to the purchaser, when

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returned with proof of the date of purchase to either the dealer or to Hasbro. Product returned to Hasbro without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Hasbro's option) for a service fee of U.S.$15.59. Payments must be by check or money order payable to Hasbro Inc.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

Hasbro Inc.
Consumer Returns A-847
1027 Newport Ave.
Pawtucket, RI 02862

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE HASBRO IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL HASBRO BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights, which vary, from state to state. For more information about Hasbro Inc., our products and special promotions, please visit our web site at: www.hasbro.com.

FCC NOTICE

This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions :

(1) this device may not cause harmful interference, and

(2) this device must accept any interference received, including interference that may cause undesired operation.

WARNING: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll-free). Customers in Canada may call 450-670-9820.

UK CONSUMER INFORMATION

PLEASE RETAIN THIS INFORMATION FOR FUTURE REFERENCE.

Should you have any difficulty operating this product, please write to us at:

Hasbro UK Ltd
Hasbro Consumer Affairs
PO BOX 43, Caswell Way, Newport, Wales, NP19 4YD

or telephone our Helpline on 00 800 2242 7276

PROOF OF PURCHASE
Bulls-Eye Ball™ Game

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